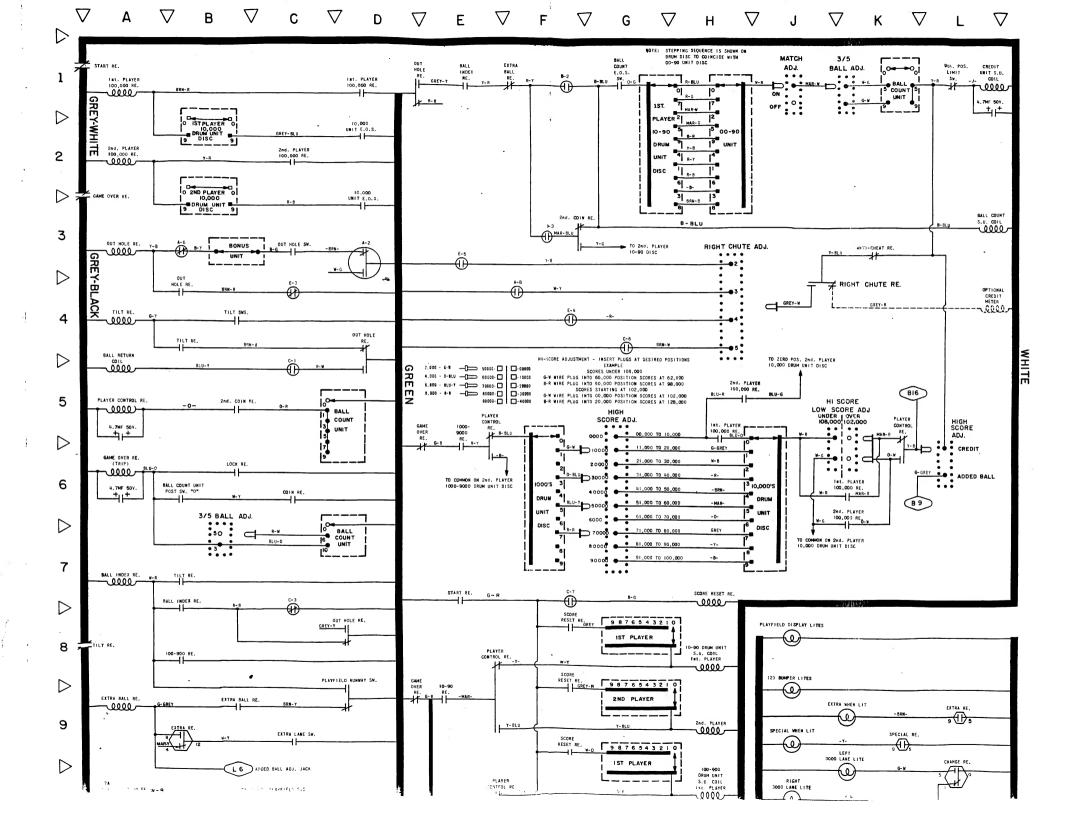
SOUND STAGE 1K



IST PLAYER CHANGE RE.  $\triangleright$ L 6 ADDED BALL ADJ. JACK IOO-900 BRUM UNIT S.U. COIL IAL. PLAYER PLAYER RIGHT 3000 LANE LITE (2) 10 PT. PLAYFIELD SWS.  $\Theta$ SOUND STAGE 2/5 10 9876543210 "A" TARGET LITE WHEN LIT 100-900 RE.  $\dashv\vdash$ 2nd. PLAYER 1st. PLAYER 10-90 E.O.S. 10-90 E.O.S.  $\triangleright$ 2nd. PLAYER GREY-1 SLO-BLO 100-900 RE. G-(2) BUHPER SWS. -ئەققىق--8- RE. \*8" TARGET LITE T 9 8 7 6 5 4 3 2 TO 11 2nd. PLAYER 100-900 E.O.S. IST PLAYER 1000°s ORUM UNIT S.U. COIL INT. PLAYER 0 PLAYER CONTROL RE. "O" TARGET LITE  $\triangleright$ SCORE RESET RE. 11 GREY-W 9876543210 IST PLAYER
10-90
DRUM
UNIT "C" TARGET LITE 2 ND PLAYER 12 Y-BLU FF RE. 2nd. PLAYER 9876543210  $\triangleright$ (4) IST PLAYER COUNT UNIT \*E\* RE. "E" TARGET LIVE lo D IST O ID,000 S DRUH UNIT S.U. COIL IST. PLAYER 13 7 MHEN FIT 2ND PLAYER 10-90 DRUM UNIT PLAYER 1000 99 SCORE RESET RE. G-B DOUBLE BONUS RE. - Lille (Q) 100 GREEN 9876543210 4.7MF 50V.  $\triangleright$ 100 2 ND PLAYER BALL COUNT UNIT (2) 100 PT. PLAYFIELD SWS. 14 The state of the s BALL INDEX RE. COLLECT RE. OUT HOLE RE. (b) O 2ND O 1 2nd. PLAYER 0 EXTRA LANE SW. BONUS UNIT 4.7MF 50V. 15 START RE. START RE.  $\triangleright$ 0 SPECIAL LANE SW. GAME OVER RE. SPECIAL RE. BONUS COLLECT RE. TOTAL PLAY COUNTER 16 RESET RE. 2nd. COIN RE. TRIP COIL 0 BONUS COLLECT RE. COIM RE. SLO-BLO 1000' RE.  $\triangleright$ 2nd. COIN LATCH COIL (IO STEPS) GAME OVER RE. LATCH COIL 17 2nd. PLAYER | 1st. PLAYER | 1000's E.O.S. | 1000's E.O.S. | 1000's E.O.S. مقفقف RALL COUNT RESET COIL  $\triangleright$ IST PLAYER CREDIT UNIT (24) SCORE GLASS DISPLAY LITES ىڭقىقىڭ UNIT COIN DENOMINATION LITE 18 COIN CONTROL RE 2 3 4 5 6 7 7 PLAYFIELD ANTI-CHEAT COIN CONTROL TILT RE. (a)  $\triangleright$ 7 ---BONUS UNIT RESET COIL IST. PLAYER 100,000 LITE BONUS COLLECT Ist. PLAYER 100,000 RE. BALL ىلىلىك COUNT 2nd. PLAYER 100,000 LITE UNIT 19 2nd. PLAYER 100,000 RE. DOUBLE BONUS RE.

GREEN

IO-90
DRUM
BLU-Y BONUS COLLECT RE. COLLECT RE  $\triangleright$ SOUND STACE 3/5 BONUS UNIT S.U. (4) ADVANCE LANE SW. BONUS UNIT POST SW. OPEN AT "O" 20 OUT HOLE SW. 00-90 E.O.S. COUNT LOCK RE.  $\triangleright$ -رُفَقُفُ GREY-8 LEFT FLIPPER SW. GAJE OVER RE. CREDIT UNIT E.O.S. والموارد والموارد والموارد والموارد 21 FLIPPER BUTTON RIGHT RESISTANCE 0 10 -مفاقف COIN LOCKOUT COIL RIGHT FLIPPER NO. PLAYERS 2  $\triangleright$ 2nd. COIN 82. 3RN-Y FLIPPER BUTTON ωίν RE. LEFT FLIPPER NO. PLAYERS 1 LEFT RESISTANCE 0 عففف حفقق 22 LEFT FLIPPER GAME OVER RE. CENTER COIN CHUTE SW. SPIN RE. RIGHT COIN CHUTE SW. RIGHT SPIN TARGET 23 I COIN-IPLAY OFF 2 COINS-3 PLAYS RIGHT CHUTE R COUNT -ئەققىق LEFT SPIN TARGET RIGHT CHUTE RE. DOUBLE BONUS RE. CREDIT RESET RE. OUT HOLE RE. حقققف 24 7A" NE. 13 UUU 14 GREY-8 2nd. COIN RE. GAME OVER LITE BALL COUNT POST SW. OPEN AT "O" "B" TARGET سىنىڭلىقى سىنىڭلىقى CREDIT RESET RE. 25 10MFD 50V. ANTI-CHEAT RE. Ù (70)--روووق MATCH AD "C" TARGET FRONT DOOR ٠٠٠ لفظفافاً <del>١١٥</del>  $\triangleright$ \*C\* RE. -50-4-0FF • • • 26 13 UUU 14 <del>(90) \*\*</del> 10MFD 50V. <u>, (II)</u> RESET RE. W-BRN RESET RE.  $\triangleright$ 40 "E" TARGET ٩٠٠ كالْفَاقَةُ ١١٥ 27 \*E\* RE. HOLE KICKOUT موالق <del>-60) +∘</del> \*F\* ME. TI3-0000-14  $\triangleright$ 3000 RE. <del>(I)</del> A 17 HAR-Y RIGHT LANE SW. -80) ssy \*A\* RE. SPECIAL LANE BUTTON 28 SPECIAL RE. 13 0000 14 SPECIAL RE.

3000 RE.

TERVICE

COIL NO. K-28-1100 H-26-650 J-22-550

ANTI-CHEAT RE.

BALL COUNT RESET COIL BALL COUNT S.U. COIL LOCATION G-25 H-17 L-3

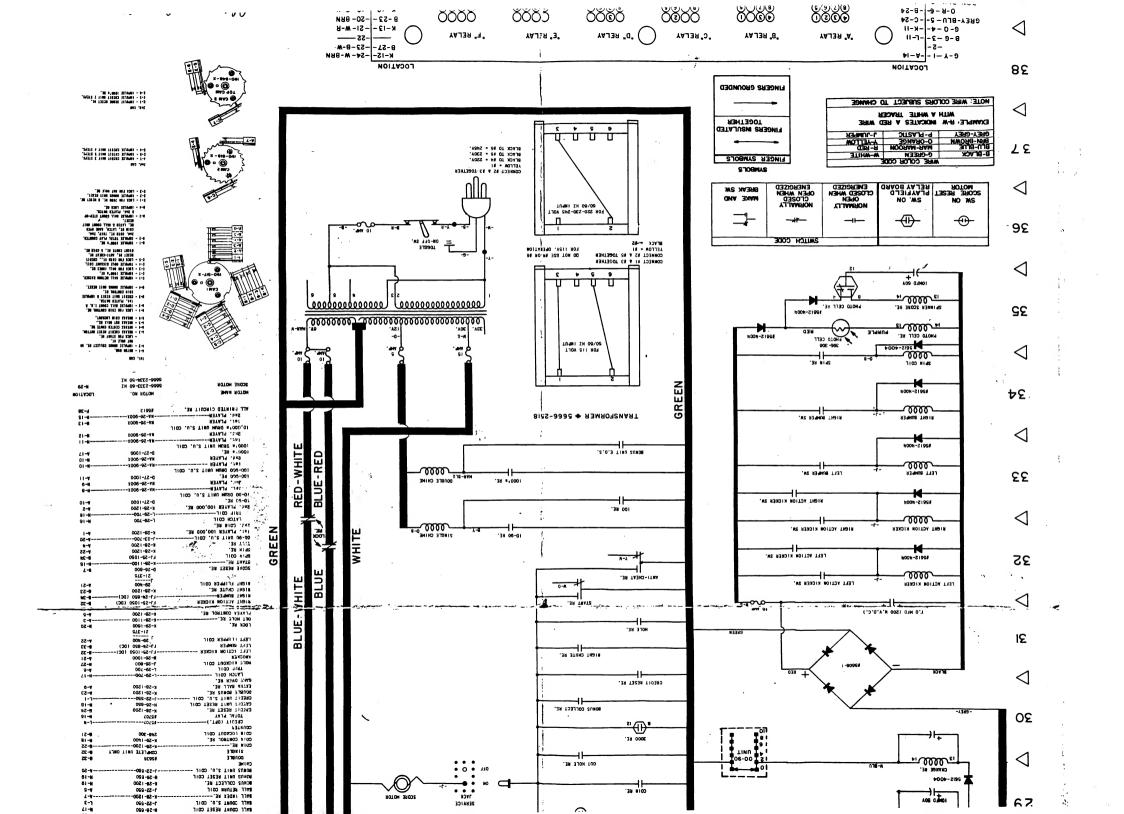
<del>,(I),</del>

7 (1)

EXTRA RE.

 $\triangleright$ 

29



5/14 29/11/2 5/14

